

Oeuf de Fabergé

Concours Shadertoy, JFIG 2020

Simon LUCAS

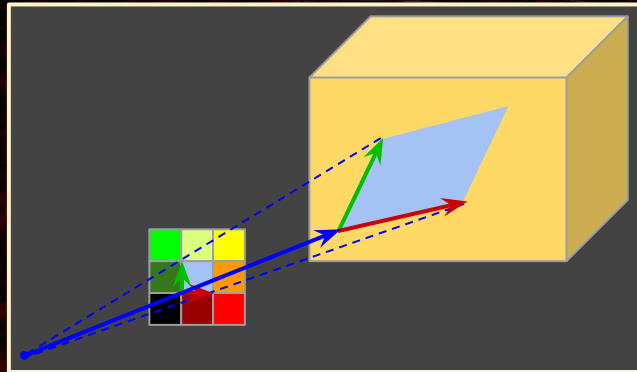
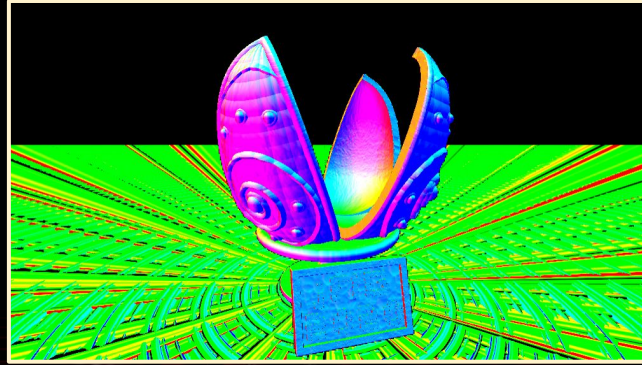
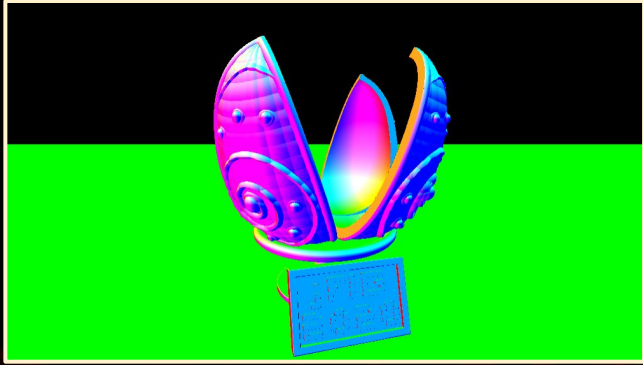
Master I3D, UNISTRA

Apprenti chercheur au

laboratoire ICube - UMR3757

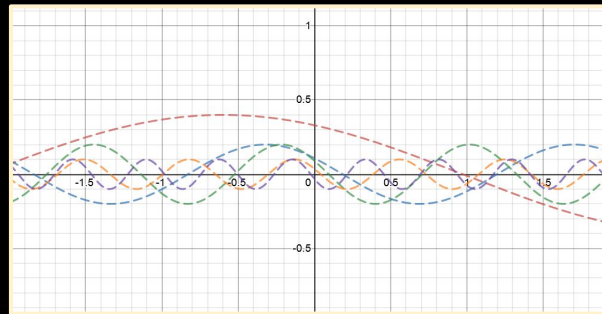


Normal mapping

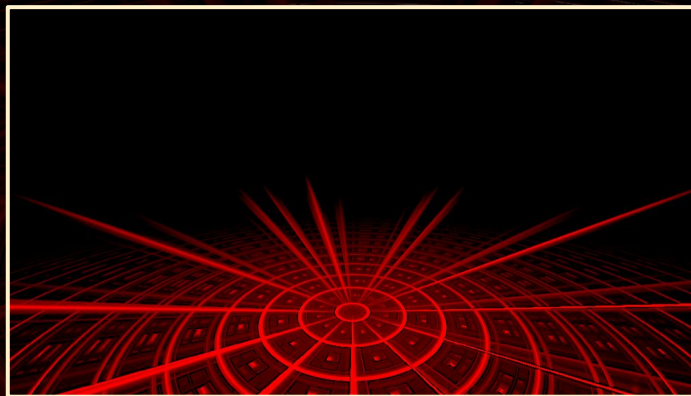
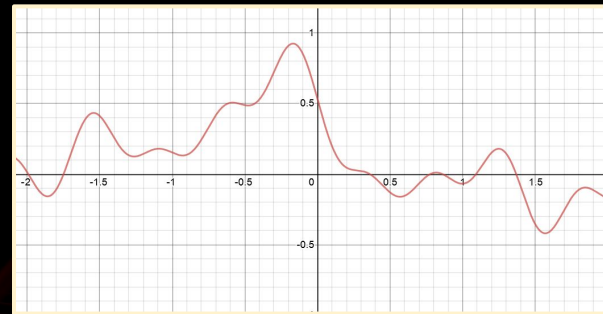


Génération de texture procédurale

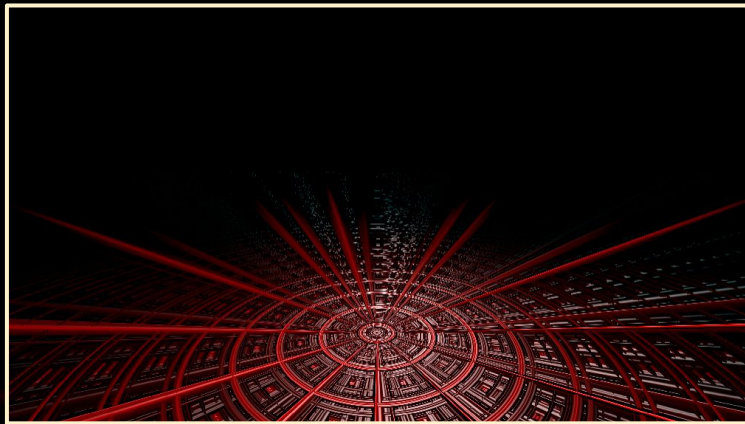
1	 $f_1 = 0.4 * \cos(x * 1.0 + 0.6)$
2	 $f_2 = 0.2 * \cos(x * 3.1 + 1.0)$
3	 $f_3 = 0.2 * \cos(x * 5.1 + 1.1)$
4	 $f_4 = 0.1 * \cos(x * 9.1 + 1.2)$
5	 $f_5 = 0.1 * \cos(x * 13.1 + 1.9)$



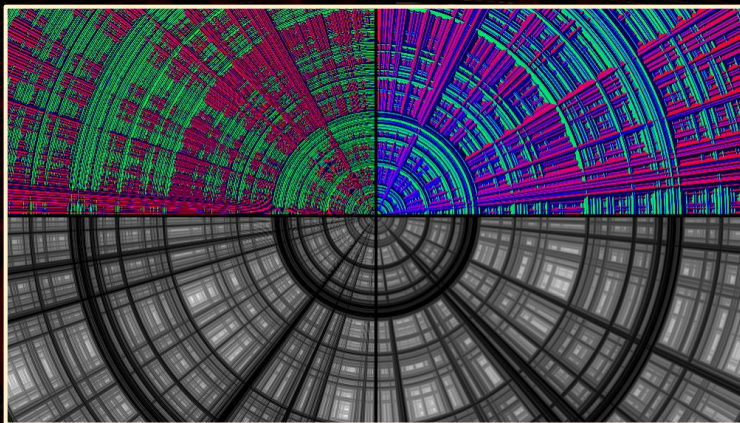
6  $f_1 + f_2 + f_3 + f_4 + f_5$



Filtrage de texture procédural



Sans filtrage



Avec filtrage

Composition

Intensité lumineuse

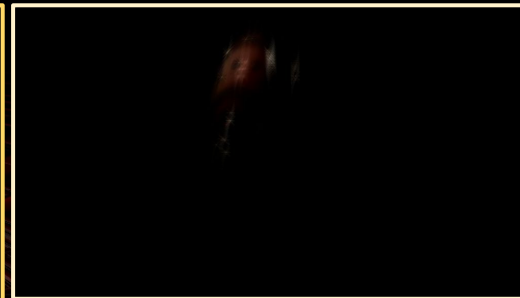
Diffus + Spéculaire



AO



Rendu Final



Bloom



Merci !

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Ressources :

<https://www.shadertoy.com/view/3scBD7>

<https://www.shadertoy.com/view/Wd3fDn>

<https://www.desmos.com/calculator>

